

**Some speaking and listening tasks**

**Imagine you are Manolin at the beginning of the novel. Try to persuade your parents that you should go fishing with Santiago.** Remember to think about the following:

- Santiago has not caught a fish for 84 days.
- You have fished with the old man since you were five.
- Santiago seems very old and frail.
- The old man once went without a fish for 87 days.
- Your parents have already expressed their opinion that you should not go with Santiago.

**Read up to page 17 “... soon he would be rowing.”**

**In pairs devise a talking heads TV show in which you are watching Santiago’s preparation for his fishing trip. One of you thinks the old man should go to sea and the other does not. The TV show should be a little like a sports commentary.**

Consider the following:

- Your TV show should be no less than 2 minutes long and no more than 5.
- You should prepare a running commentary to the old man’s actions in which you give your **opinions** as well as describe what he is doing. For example, “And now Manolin is helping Santiago with his sail. And look at the state of that sail! There’s no way he’s going to sea with that? Oh, he is? Look at the stitching on it. What does that say about him and his ability? I think that battered article says it all.”

**In small groups prepare a Reduced *Old Man and the Sea* production, which should last for as near to 30 seconds as possible.** Consider the following:

- You will need to make it very clear to your audience which character you are playing at which time – particularly if you have to double up some of the parts.
- Choose only limited pieces of dialogue, possibly just a word or two or a couple of lines from the book.
- Take time before you start to plan out the most significant events of the novel and how you might represent them in your drama.
- Facial expressions will be very important for such a short play.
- Avoid complicated scenes or activities and stick to simple and obvious actions.
- Don’t have a fight to represent the old man’s struggle to haul in the marlin ... it doesn’t have arms. Try to coordinate movements without any physical connection between the two actors.